



Tamarian Jaroth Explorer

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2306		Turn Delay: 1 x Speed		Stb/Port Defense: 17	
Point Value: 680		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 240		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 6 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA	
Medium Flux Phaser	
Class: Molecular	
Mode: Raking	
Damage: 2d10+2 1d3 times	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+3	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Med Flux Phaser
7-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-2:	Deflector Shield
3-4:	Photon Torpedo
5-7:	Cargo
8:	Tractor Beam
9-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

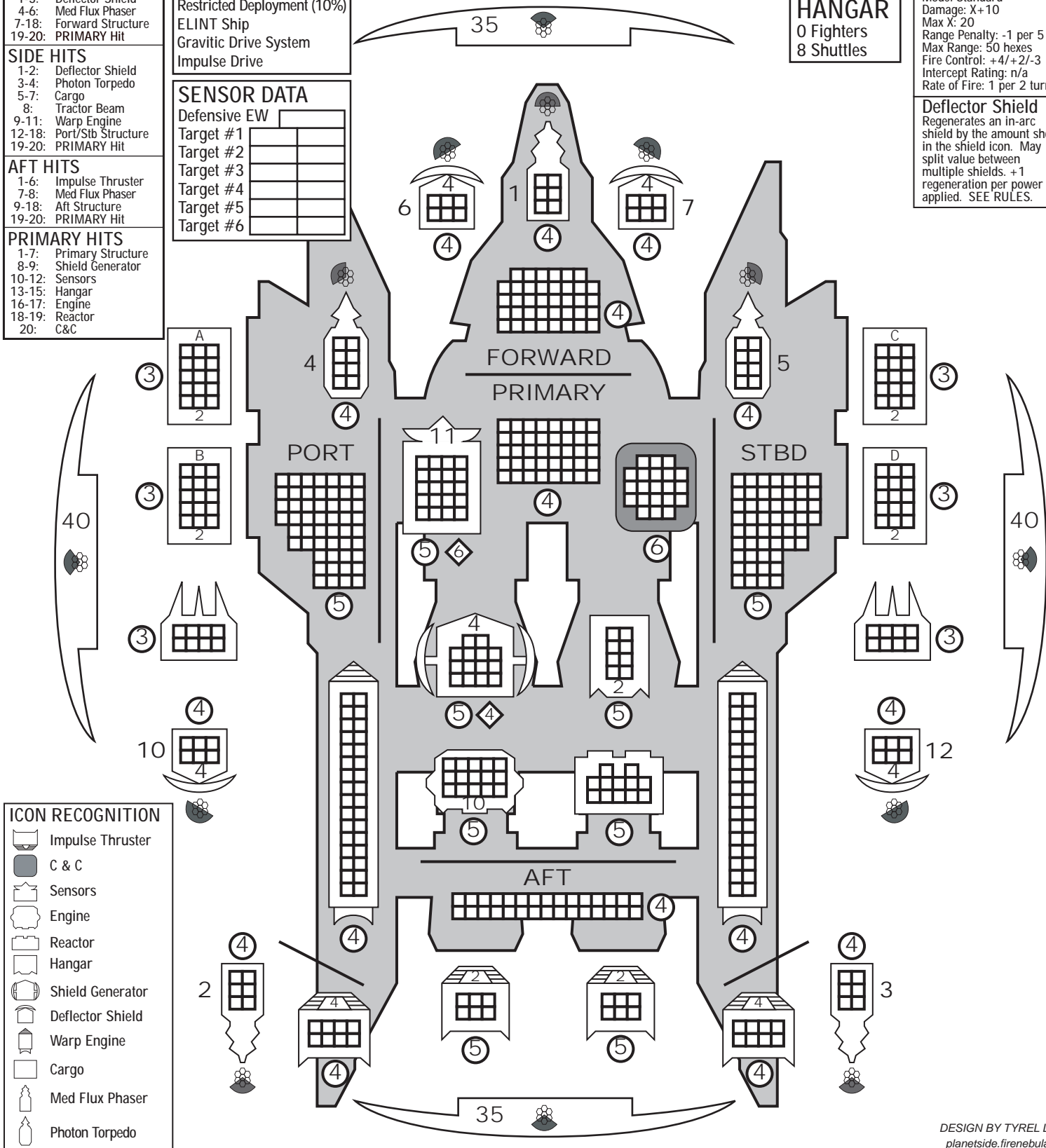
AFT HITS	
1-6:	Impulse Thruster
7-8:	Med Flux Phaser
9-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-9:	Shield Generator
10-12:	Sensors
13-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES	
Restricted Deployment (10%)	
ELINT Ship	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
8 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Cargo
	Med Flux Phaser
	Photon Torpedo